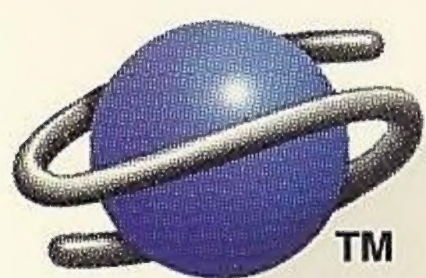


SEGA™



SEGA SATURN™

T-5023H

WARCRAFT®

THE DARK II SAGA™



ELECTRONIC ARTS™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.





WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR COMPACT DISC

- ✱ The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- ✱ Do not bend it, crush it, or submerge it in liquids.
- ✱ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✱ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- ✱ Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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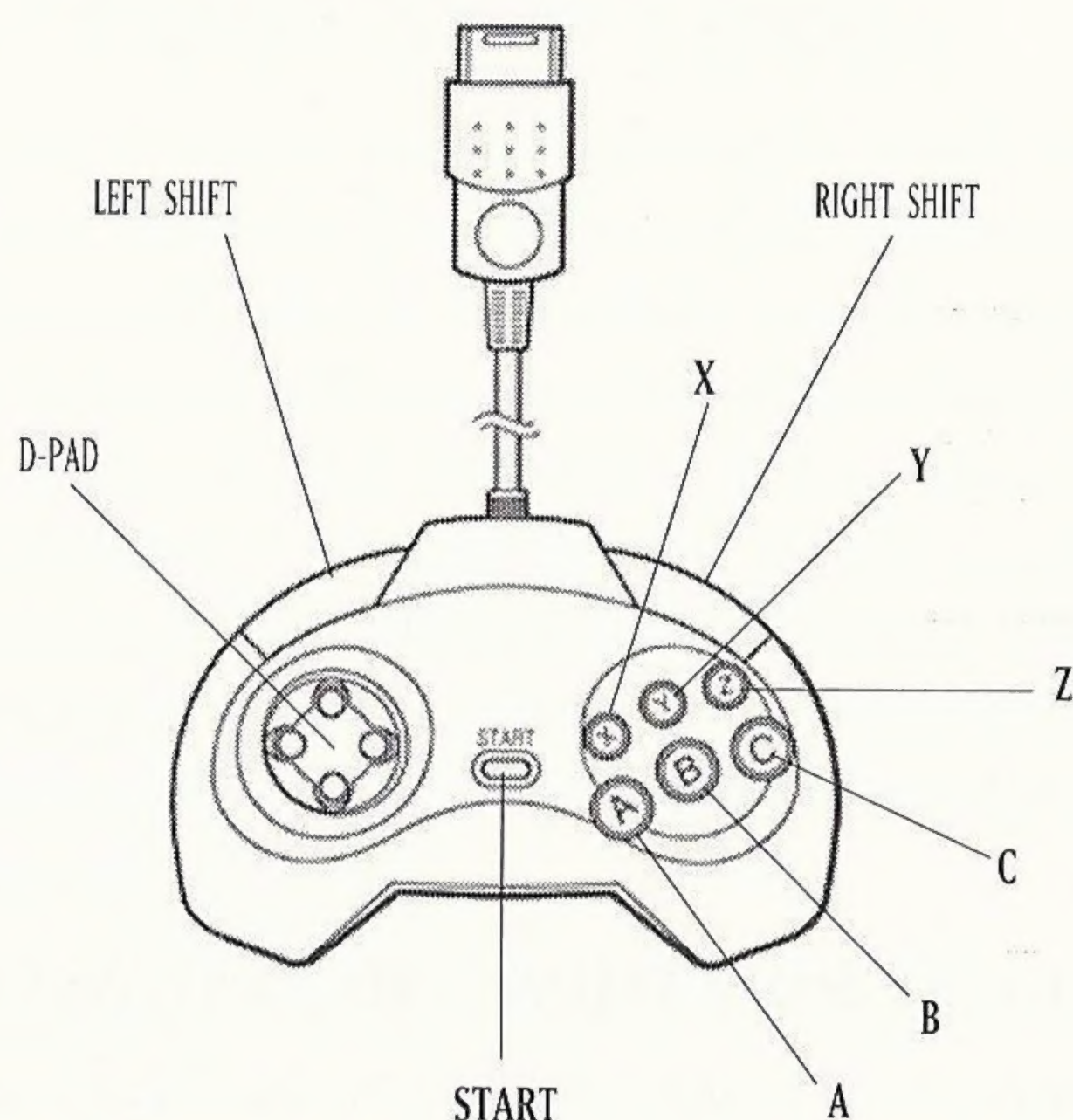
STARTING THE GAME



1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control Port 1 on the Sega Saturn system.
3. Open the disc tray and place the *Warcraft® II: The Dark Saga™* disc inside. Close the disc tray, and the Language Selection screen appears.
 - ✱ To select a language, D-Pad ←→ to the flag representing the language you want and press **C**. The introduction sequence begins.
4. To skip the introduction sequence, press **C**. The Title screen appears.
 - ✱ Press **START** to continue to the Main menu. See *Main Menu* on p. 5.



CONTROL SUMMARY



MENU CONTROLS

ACTION	SATURN CONTROL PAD
Activate/Deactivate Help menu	Z
Cycle through menu items	D-Pad \updownarrow
Select highlighted item	C
Return to previous screen	B

GAME CONTROLS

ACTION	SATURN CONTROL PAD
Pause	START
Move cursor	D-Pad $\updownarrow\leftrightarrow$
Select unit/building	Place cursor over unit/building and press C
De-select unit/building	B
Start selection box	Hold C and move cursor
Accept selection box	Release C
Show Mini-Map	Hold Left SHIFT + Right SHIFT
Move Mini-Map focus	Hold Left SHIFT + Right SHIFT , and D-Pad $\leftrightarrow\updownarrow$
Set map location 1/2/3	Left SHIFT + X, Y, or Z
Recall map location 1/2/3	Right SHIFT + X, Y, or Z
Center map on selected unit	Left SHIFT + Right SHIFT + X

UNIT CONTROLS

A NOTE ON UNIT CONTROLS:

Each unit has a unique set of actions that they perform. When a unit is selected, these actions can be accessed from the pop-up menu. Some of these actions can be carried out automatically depending on the target of the action. For example: If you want a Peon or a Peasant to mine for gold, click on the gold mine when the Peon/Peasant is selected. Likewise, when you want a unit to attack an enemy, select the enemy unit/building while your unit is selected. For a list of unique actions, see *Special Commands* on p. 18.



COMMAND SELECTED UNIT

ACTION	SATURN CONTROL PAD
Activate pop-up menu	A
Cancel pop-up menu	B
Select pop-up menu action	D-Pad $\updownarrow\leftrightarrow$ and press C . A target cursor or another pop-up menu appears.
Select a target for your action	Move the cursor to the target you want and press C .
View unit status	Z
Select building site	See <i>Special Commands</i> on p. 18.
Automatic functions	See <i>Special Commands</i> on p. 18.

BUILDING CONTROLS

SELECTED BUILDING COMMANDS

ACTION	SATURN CONTROL PAD
Activate pop-up menu	A
Cancel pop-up menu	B
Select pop-up menu action	D-Pad $\updownarrow\leftrightarrow$ and press C
View building status	Z
Cancel current action	Select CANCEL icon
Automatic functions	See <i>Special Commands</i> on p. 18.

GROUP CONTROLS

ACTION	SATURN CONTROL PAD
Create a group	Hold C and move the cursor to create a 'box' containing the units you want in the group. Release C to accept.
Add unit to group	Select the group, move cursor over the unit to be added, then press and hold Left SHIFT + C .
Remove unit from group	Select the group, move the cursor over the unit to be removed, then press and hold Left SHIFT + C .
Re-select group	Place cursor over the unit in group and press Right SHIFT + C .



INTRODUCTION

A BRIEF HISTORY OF THE FALL OF AZEROTH

The fall of Azeroth is seldom mentioned without the name of Aegwyn. The last of a great order of powerful magic users dedicated to sheltering mortal men from the mysteries of the Great Dark, Aegwyn came to Azeroth in search of a mortal to sire the heir of all her great powers. The great conjurer Nielas was found and fathered Aegwyn a son. He was named Medivh, and he indeed inherited the powers and knowledge gathered in the thousand years of his mother's life. On the eve of his thirteenth birthday the powers locked inside Medivh were revealed. Unable to deal with the cosmic energies surging within him, he suffered a massive psychic trauma that left him insensible for almost six years.

When Medivh awoke, it was apparent to Aegwyn that the wisdom and power that was his birthright had become malevolent and corrupt. The distant forces within the Twisting Nether had marked Medivh's soul. He set out then to test his powers and in time delved deeper into the dark abyss of evil madness and the forbidden arts of Necromancy. Pursuit of these black arts led him to spiritual contact with Gul'dan the Warlock-the mightiest of the rulers on the dark, red world that haunted Medivh's visions. In his pursuit of power over Azeroth an unholy pact was written with Gul'dan and the Orcs that he ruled. The Orcs vowed to destroy Azeroth and in return were promised all of the spoils. Gul'dan was promised the vast power of an ancient wizard imprisoned in the great sea of Azeroth. Unnatural portals were opened between the world of Azeroth and the red world of the Orcs. The arrival of the Orcs tore the realm of Azeroth asunder for nearly five years. The once rich lands of the kingdom were razed and left fallow by the merciless Orc armies.

Medivh was slain in one of the countless battles that followed and did not live to see the fruition of his plans. The portal, however, remained open and continued to channel hundreds of Orcs into the Human lands every day.

THE HISTORY OF ORCISH ASCENSION

Like an elemental force of destruction the Orcish Horde thunders through the lands of their enemies. Not a life is spared. No building is left standing. It has always been so with this kind. The savage, brutal tendencies of the masses are easily manipulated by those who hold true power-the real force that drives the great destructive machine that is the Horde. Thus, when they conquered the whole of their native world nothing was left upon which the great beast of war could feed. Tensions and violence among the clans began to rise. Minor disputes disintegrated into open battle and massive bloodshed.

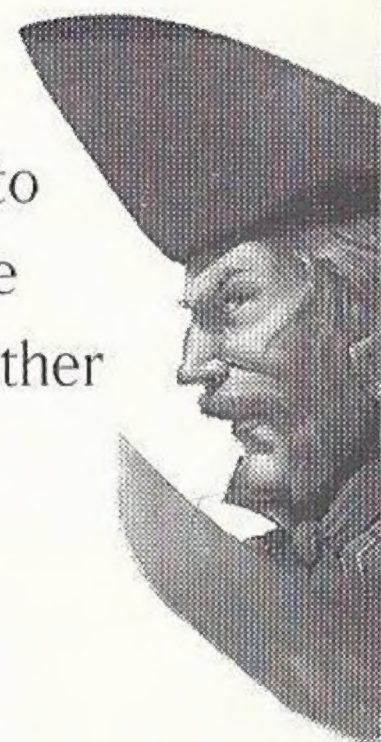
New territories had to be found lest the clan destroy itself. It was at this point that Gul'dan, the mightiest warlock, was contacted by a dark force calling itself Medivh. Medivh promised the spoils of a kingdom for the Horde and incomprehensible powers for Gul'dan. An agreement was reached and a portal between the worlds was conjured. The kingdom of Azeroth, however was not as easy to defeat as they first seemed, and the old tensions between the Orcish clans begin to rise once more...



THE AFTERMATH OF THE SECOND WAR

For long months the forces of the Alliance sought the renegade Orcs that had gone into hiding after the fall of the Dark Portal. Most of the clans were captured by the Alliance and herded into guarded reserves and prison camps. The Alliance leaders argued whether the imprisoned Orcs should be exterminated or sentenced to life in prison. As they argued the Alliance began to weaken and the remaining Orcs made plans to return to their home world.

On the eve of the summer of 606, the remnants of the Horde used a magic unknown in Azeroth to use the ancient portal once more to return home. Upon their arrival they were hailed as heroes for surviving some thirty years in enemy lands. The talents of these warriors were divided among the clans of the home world in order to put their new plans into action. For the Orcs had decided to retrieve certain artifacts from Azeroth, and planned to use them to open rifts into other worlds to take the Orcish Hordes to great victories beyond the Dark Portal...



GETTING STARTED

Warcraft II: The Dark Saga includes the original Tides of Darkness missions, the additional Beyond the Dark Portal missions, and custom scenarios. Both sets of missions can be played from the Human Alliance and the Orcish Horde side. You start by beginning a new campaign as Orc or Human. At the beginning of each mission, objectives are listed during the Scenario Briefing screen. When you complete the mission objectives, you receive a ranking and move on to the next mission. The missions progress sequentially, becoming more challenging and complicated.

MAIN MENU



START A NEW GAME

LOAD A SAVED GAME

USE A PASSWORD TO START
A CAMPAIGN MISSION

SET YOUR GAME OPTIONS

To use the Quick Start function and go directly to a random scenario, hold **START** and D-Pad **↑**. A random scenario begins.



NEW GAME

Select a new Human or Orc campaign from Tides of Darkness or Beyond the Dark Portal, or a custom scenario.

To start a new campaign:

1. Select NEW GAME from the Main menu. The New Game sub-menu appears.
2. Select NEW CAMPAIGN. The New Campaign menu appears.
 - ✱ To select a campaign, D-Pad \updownarrow and press **C**. Introductory screens appear followed by the Scenario Briefing screen.
 - ✱ To skip introductory screens, press **C**.
3. The Scenario Briefing screen explains your mission and lists objectives.
 - ✱ To exit the Scenario Briefing screen, press **C**. The game begins.

To start a custom scenario:

1. Select NEW GAME from the Main menu. The New Game sub-menu appears.
2. Select CUSTOM SCENARIO. The Custom Scenario screen appears.
3. Select CUSTOM SETTINGS to adjust scenario options, SELECT SCENARIO to choose your scenario, or START GAME to begin your game.

To change custom settings:

1. Select CUSTOM SETTINGS from the Custom Scenario screen. The Custom Settings screen appears.
2. Highlight the option you want and press **C**. An option sub-menu appears.
3. D-Pad $\updownarrow\leftrightarrow$ to the selection you want and press **C**.
4. Press **B** to exit the Custom Settings menu. The Custom Scenario screen reappears.

To select a scenario map:

1. Select SELECT SCENARIO from the Custom Scenario screen. The Select Scenario screen appears.
 - ✱ To select from a list of larger/smaller maps, select MAP SIZE, then select the size you want from the Map Size pop-up menu.
 - ✱ To scroll through all available scenarios, highlight the scroll bar to the right of the scenario list and D-Pad \updownarrow (there are more scenarios that are not visible unless you scroll).
 - ✱ To select a scenario, highlight it and press **C**.
 - ✱ When finished, press **B**. The Custom Scenario screen reappears.

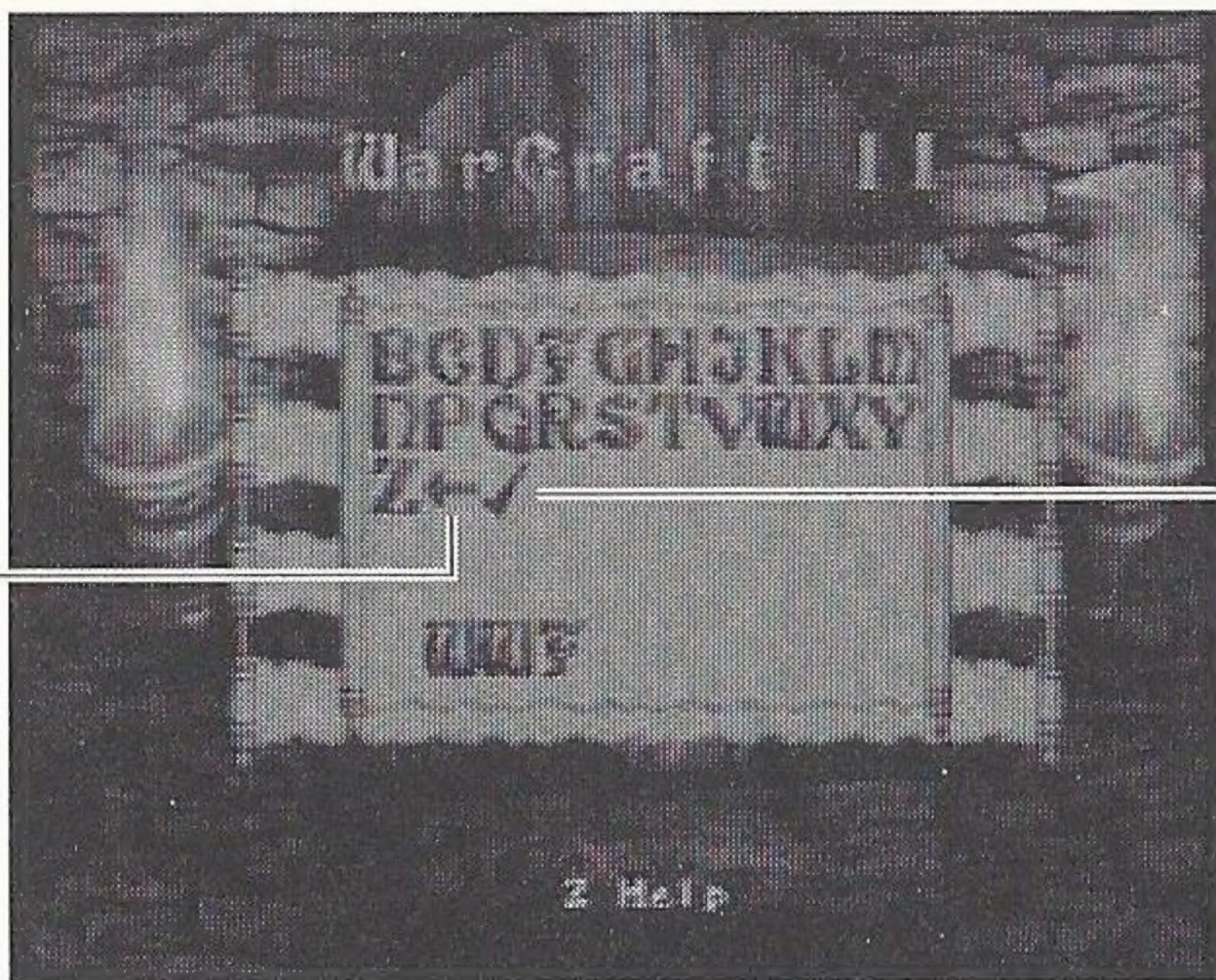
LOAD GAME

See *Saving and Loading* on p. 20.

ENTER PASSWORD

Use passwords to continue a campaign.





TO DELETE A LETTER, HIGHLIGHT THE LEFT ARROW ICON AND PRESS C.

TO ENTER YOUR PASSWORD, HIGHLIGHT THE CHECK-MARK ICON AND PRESS C. YOUR SAVED GAME BEGINS.



To select a letter, highlight the letter and press C.

OPTIONS

Adjust game settings, show game credits, or view game tips.

NOTE: Default options are shown in **bold** type.

To adjust game settings:

- I. Select **OPTIONS** from the Main menu, then **SETTINGS** from the Options sub-menu. The Settings menu appears.
- ✱ To adjust speed settings, select **SPEED SETTINGS** then use the scroll bars to set the levels of cursor and game speed that you want on the Speed Settings screen. When finished, press **B**. The Settings screen reappears.
- ✱ To adjust audio settings, select **AUDIO SETTINGS**. The Audio Settings screen appears. See *Audio Settings* below.
- ✱ To toggle the fog of war **ON/OFF**, highlight **FOG OF WAR** and press **C**. When set to **OFF**, areas that have been explored always remain visible. When **ON**, only areas that are currently occupied are visible.
- ✱ To toggle the mini-map **HIDE/SHOW**, highlight **MINI-MAP** and press **C**. When set to **SHOW**, the mini-map is constantly displayed in the top left corner of the game screen.

AUDIO SETTINGS

- ✱ To adjust music volume, highlight the music scroll bar and D-Pad \leftrightarrow .
- ✱ To adjust sound effect volume, highlight the sound effect scroll bar and D-Pad \leftrightarrow .
- ✱ To toggle unit speech **ON/OFF**, highlight **UNIT SPEECH** and press **C**.
- ✱ To toggle unit acknowledge (your units reply to your commands) **ON/OFF**, highlight **UNIT ACKNOWLEDGE** and press **C**.
- ✱ To toggle building sound effects (activities in and around buildings can be heard) **ON/OFF**, highlight **BUILDING SFX** and press **C**.
- ✱ When finished adjusting Audio Settings, press **B**. The Settings menu returns.



To view game credits:

1. Select OPTIONS from the Main menu, then SHOW CREDITS from the Options sub-menu. The credits are shown.
2. When finished viewing the credits, press **C**. The Options menu reappears.

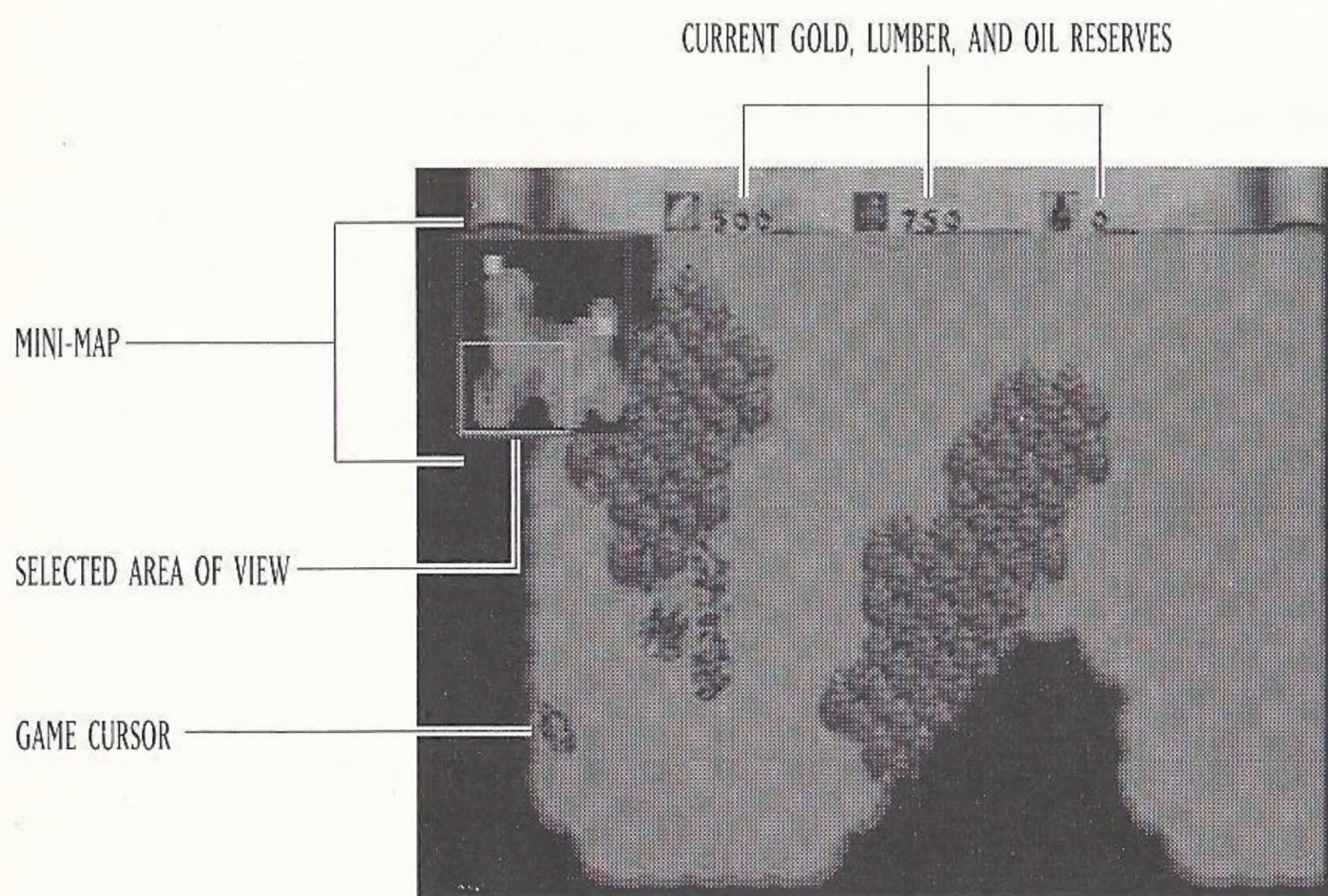
To view game tips:

1. Select OPTIONS from the Main menu, then TIPS from the Options sub-menu. The Tips menu appears.
- ✱ To scroll up/down the current tip, use the scroll bar.
- ✱ To view the previous tip, highlight PREV and press **C**.
- ✱ To view the next tip, highlight NEXT and press **C**.
- ✱ When finished, press **B**. The Options menu reappears.
- ✱ To view mission objectives, highlight the objectives and press **C**. (Only available from Pause Menu within game.).

PLAYING THE GAME

Warcraft II: The Dark Saga is an action/strategy game involving gathering resources, building up and defending your base, training various troops and sending them into battle. Your ultimate goal is the elimination of all opposition who stand in your way and the victorious completion of all your missions.

GAME SCREEN



RESOURCES OF THE LAND

GOLD

Mined from the rich earth of Azeroth, this precious metal is commonly used in exchange for goods and services. Gold must be dug out from within established Gold Mines.

LUMBER

Harvested from the abundant forests that inhabit all but a few regions in the realm, the uses for lumber are nearly infinite. Craftsmen use this raw material to build many different structures and ships, as well as certain weapons and machines of war.

OIL

Large deposits of this valuable resource are found far beneath the surface of the sea. Special platforms must be constructed in order to drill deep enough to withdraw the oil. Dark, oily patches created by small geysers spewing modest amounts of oil into the surrounding waters serve as a beacon to Oil Tankers hunting for the rich black fuel. Although oil is most commonly used in the construction and powering of ships, it has also been utilized in the development of extremely powerful weapons and the upgrading of some structures.

PAUSE MENU

- ✱ To access the Pause menu at any time during a game, press **START**. The action comes to a stop, and the Pause menu appears.
- ✱ To return to the game, press **START**.

SAVE GAME

Go to the Save Game screen. See *Saving and Loading* on p. 20.

LOAD GAME

Go to the Load Game screen. See *Saving and Loading* on p. 20.

ENTER PASSWORD

Go to the Password screen. See *Enter Password* on p. 6.

OPTIONS

Go to the Options screen. See *Options* on p. 7.

END SCENARIO

Restart the mission, surrender, or quit to the Main menu.

- ✱ To restart the current mission, select END SCENARIO from the Pause menu, then select RESTART MISSION from the End Scenario pop-up menu. Not available in Custom Scenarios.
- ✱ To surrender, select END SCENARIO from the Pause menu, then select SURRENDER from the End Scenario pop-up menu. If you are playing a campaign scenario, the Rankings screen appears, then you get another chance to complete the mission. If you are playing a custom scenario, the ranking screen appears followed by the Title screen.
- ✱ To quit and return to the Main menu, select END SCENARIO from the Pause menu, then select QUIT TO MAIN MENU from the End Scenario pop-up menu.



UNIT DESCRIPTIONS

THE ORCISH HORDE

GROUND UNITS

Peon	These slaves of the Orcish war machine toil tirelessly harvesting raw materials and building and repairing your defenses.
Grunt	Barbarous fighters wielding giant axes who fearlessly wade into battle at your command.
Troll Axethrower	Fast, quick, and accurate with throwing axes.
Troll Berserker	A bloodthirsty sect of more fearsome trolls.
Ogre	These two-headed monstrosities are the strongest, fiercest warriors in the Horde.
Ogre-Mage	Ogres bestowed with magical powers.
Catapult	Deadly siege engines launching explosive projectiles.
Death Knight	Evil necromantic wizards capable of invoking powerful spells.
Goblin Sapper	Diabolical goblins carrying potent explosives designed to demolish any obstacle in suicide raids.

AIR UNITS

Goblin Zeppelin	Unarmed flying scouts capable of detecting underwater enemies.
Dragon	These winged creatures are the most powerful weapons in the Orcish arsenal.

NAVAL UNITS

Oil Tanker	Utility ships that build oil platforms and ferry oil.
Troll Destroyer	Fast, light warships.
Transport	Watercraft designed to carry and deliver ground units to enemy shores.
Ogre Juggernaut	Gargantuan armored vessels with lethal cannons.
Giant Turtle	Armed submersible creatures that use stealth to carry out surprise attacks.



THE HUMAN ALLIANCE

GROUND UNITS

Peasant	The hardworking denizens of Azeroth are always "ready to serve." Good for mining, building, repairing, and harvesting.
Footman	The first line of defense in the Human alliance. Armed with broadsword and shield, they defend the land with grim resolve.
Elven Archer	Elven allies with deadly bows as their weapon of choice.
Elven Ranger	The elite of the Elven Archers.
Knights	Courageous warriors armed with mighty war hammers capable of crushing the feistiest of foes.
Paladin	Mounted warriors wielding magics as easily as weapons.
Ballista	Giant mobile crossbows capable of tremendous damage.
Mage	Wizard warriors trained to unleash terrifying spells of defense and destruction.
Demolition Squad	Kamikaze dwarfs able to demolish any obstacle.

AIR UNITS

Gnomish Flying Machine	These far seeing unarmed flying scouts of the Alliance are capable of detecting underwater enemies.
Gryphon Rider	One of the most powerful warriors to command the skies.

NAVAL UNITS

Oil Tanker	Utility ships that build oil platforms and ferry oil.
Elven Destroyer	Swift, light Elven warships.
Transport	Watercraft designed to carry and deliver ground units to enemy shores.
Battleship	Humongous armored vessel with deadly cannons.
Gnomish Submarine	Designed by cunning gnomes, these submersible warships are designed for stealth and surprise attacks.





SPELL DESCRIPTIONS

THE ORCISH HORDE

OGRE-MAGE SPELLS

Eye of Kilrogg	Creates a free-floating apparition in the form of a disembodied eye that can then be directed through the air to look down on enemy forces and encampments.
Bloodlust	An enchantment used to instill an insatiable lust for blood into a fellow warrior, causing him to fall into a savage rage.
Runes	Creates a stealthy trap that explodes when approached causing massive damage to anyone unlucky enough to be near.

DEATH KNIGHT SPELLS

Touch of Darkness	A directed charge of the energy of evil essence that drains energy from its target.
Death Coil	A particularly potent variation of the Touch of Darkness, Death Coil transfers energy from target to caster.
Haste	By magically increasing the speed at which a body generates vital energy, the caster may bestow great speed to any being.
Unholy Armor	This ancient Necromantic spell transforms a portion of the recipient's life force into an unearthly, phantasmal suit of armor.
Death and Decay	Conjures pestilent clouds that cause anything in their path to rot and decompose.
Whirlwind	This focusing of the winds of the underworld causes anyone caught within to be cast about with great force and violence.
Raise Dead	This dark magic can animate corpses of the freshly dead and then command these hideous embodiments to attack their enemies.

THE HUMAN ALLIANCE

PALADIN SPELLS

Holy Vision	A spell granting vision of virtually unlimited range.
Healing	Through the focusing of spiritual powers, this spell can heal those wounded in battle.
Exorcism	Calling upon the forces of light and purity, the Paladin is able to dispel the walking dead that plague the lands of Azeroth.

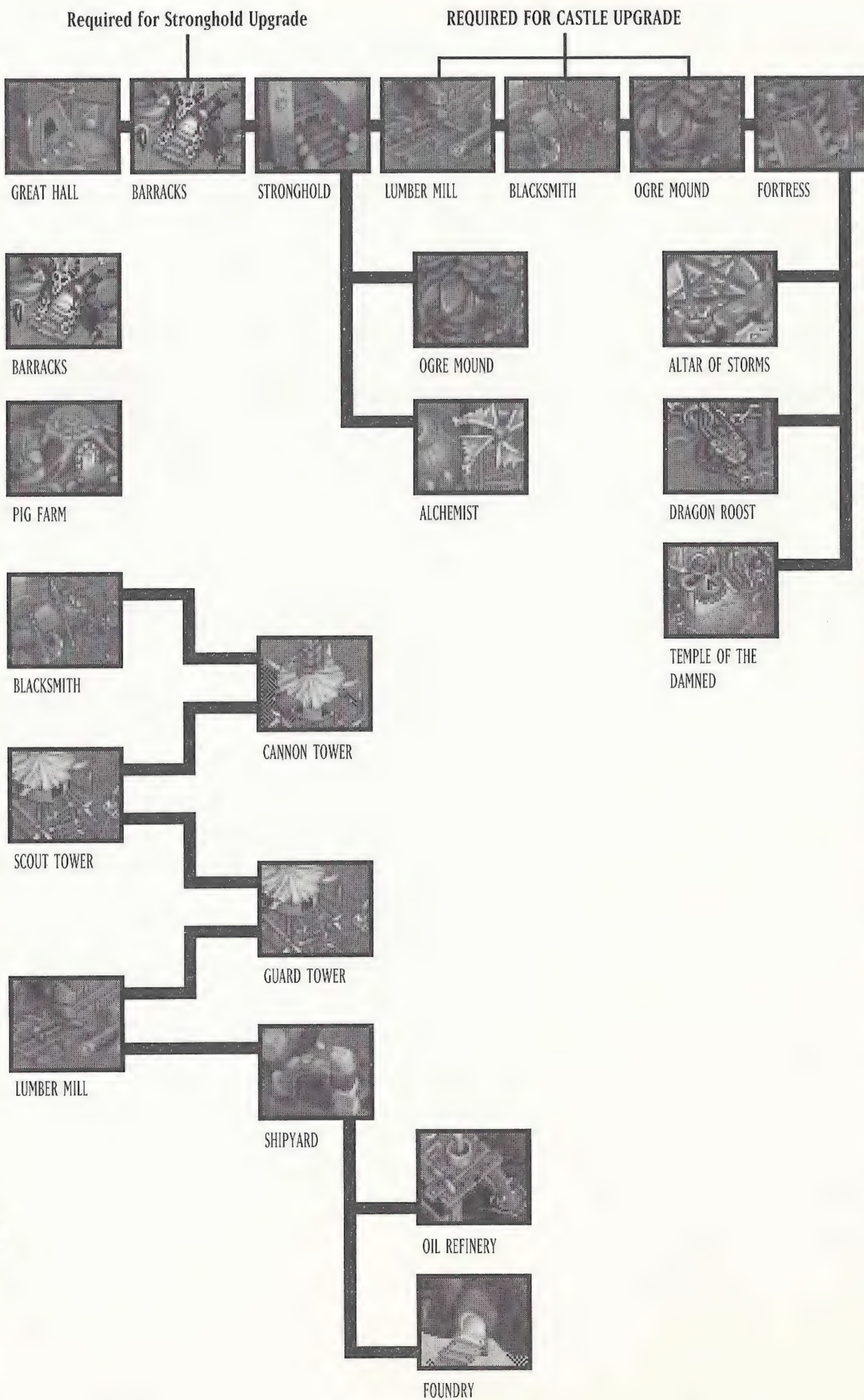
MAGE SPELLS

Lightning	Swift bolts of energy that rip through any armor to strike their victims.
Fireball	Invoking the cardinal elements of the universe, the fireball streaks across the battlefield slamming its fiery bulk into whatever stands in its path.
Flame Shield	Both a weapon and a barrier, the Flame Shield is a binding of the chaotic force of fire to the aura of the chosen target.
Slow	A warping of the very patterns of time that surround the target that brings the enemy's movement and reflex to a crawl.
Invisibility	This spell grants the ability to cloud the perceptions of others so that they cannot perceive the physical existence of the target.
Blizzard	Summoning torrential storms from the frozen Mountains of Northeron, this potent spell calls down a fierce tempest of ice to assault enemies with a flurry of cold blades.
Polymorph	Alters the physical form of its target, changing man into beast robbing them of reason and the will to fight.

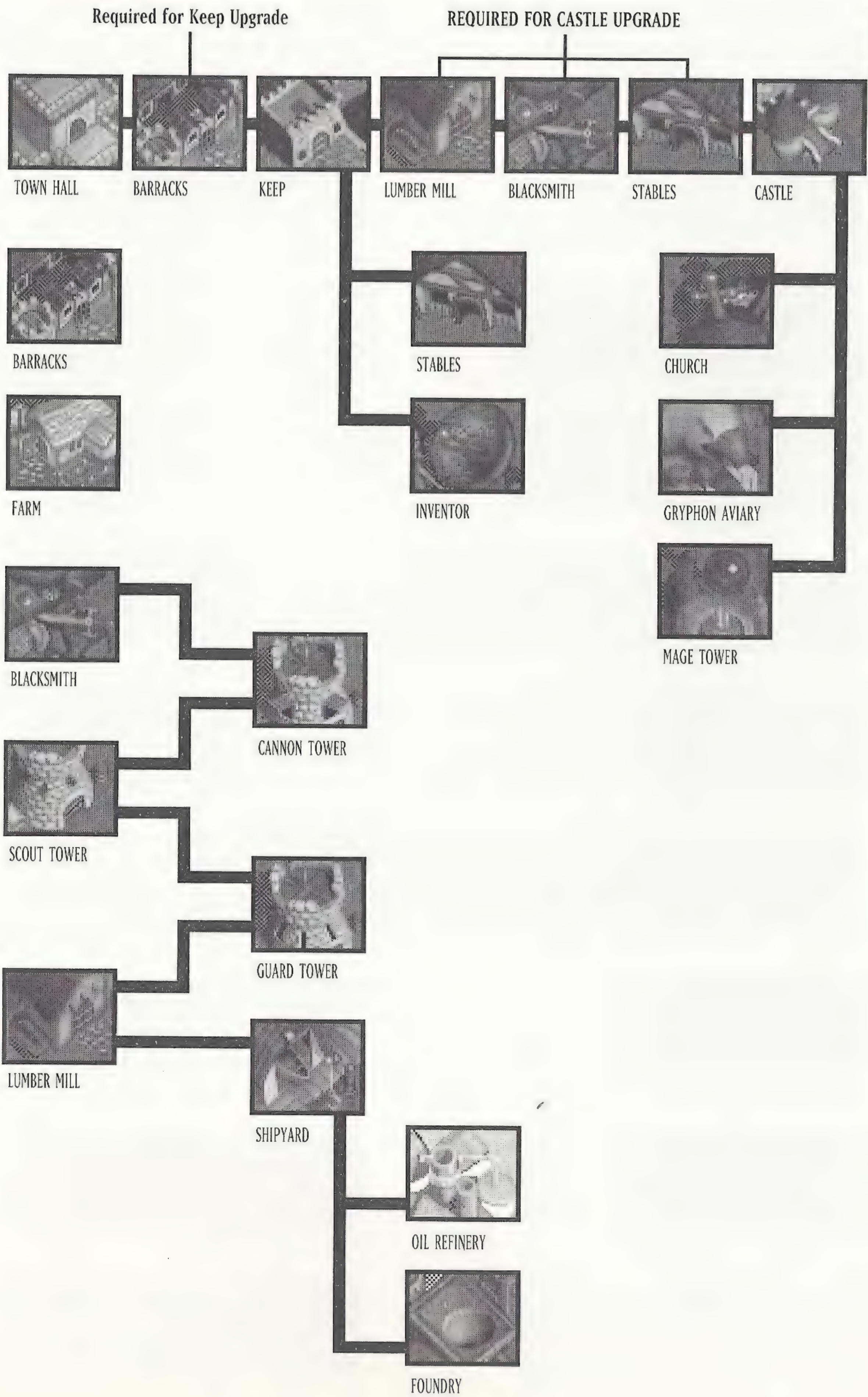


BUILDING DEPENDENCIES

THE ORCISH HORDE



THE HUMAN ALLIANCE

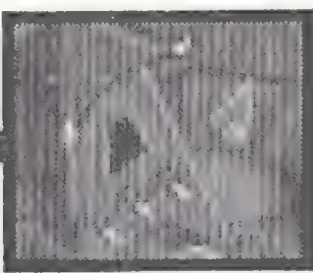


UNIT DEPENDENCIES

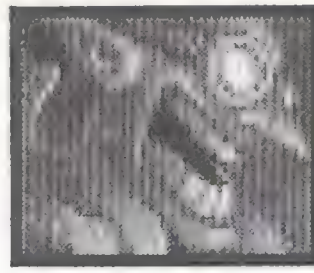
THE ORCISH HORDE



PEON



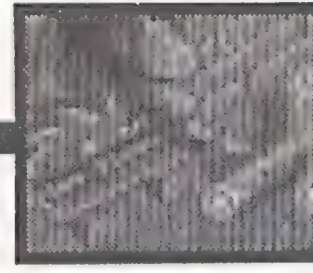
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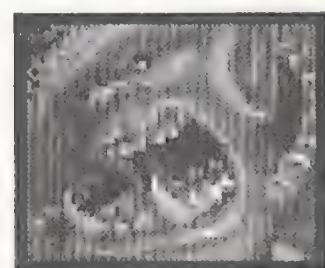
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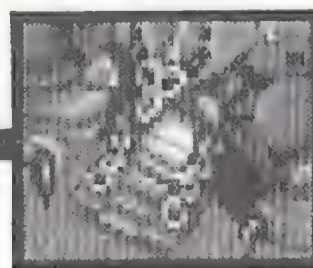
GOBLIN ALCHEMIST



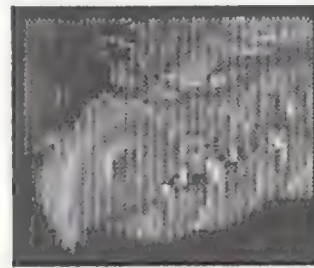
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GRUNT



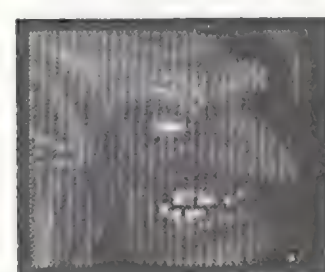
BARRACKS



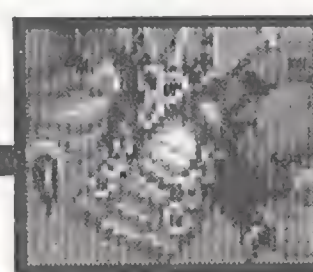
DRAGON



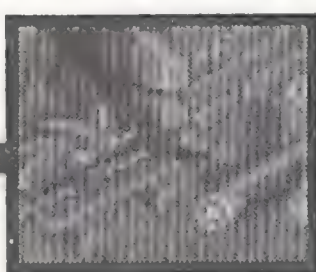
DRAGON ROOST



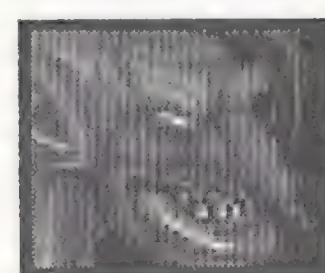
TROLL AXETHROWER



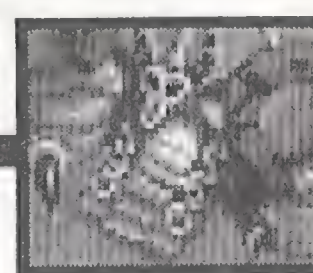
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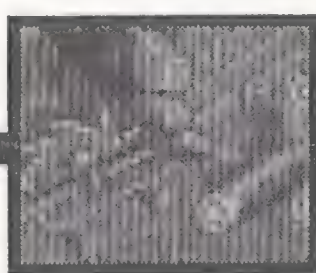
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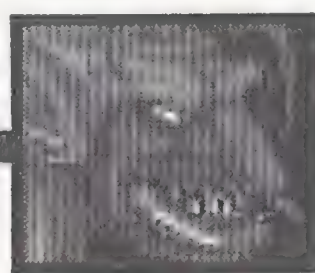
TROLL BERSERKER



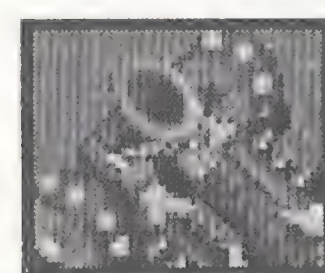
BARRACKS



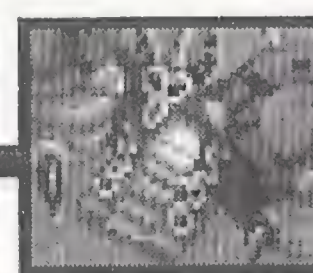
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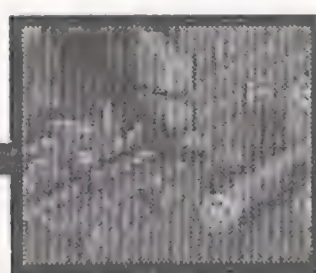
UPGRADE AT STRONGHOLD



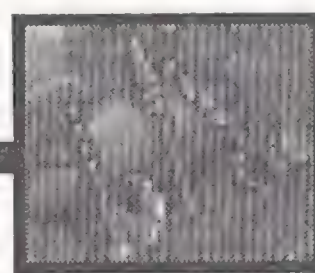
CATAPULT



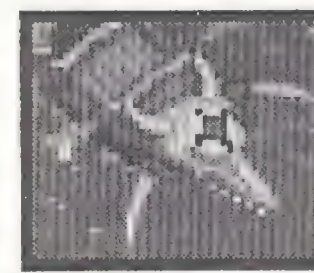
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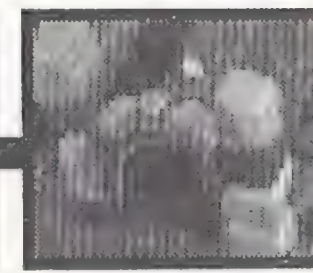
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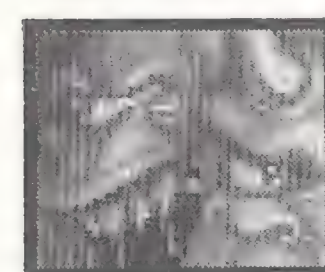
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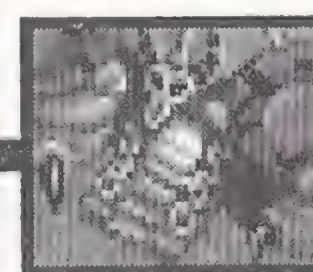
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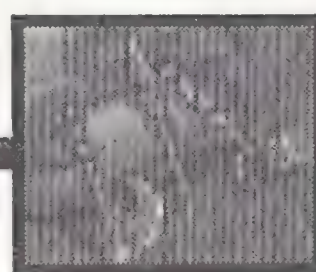
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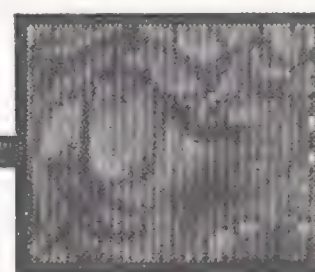
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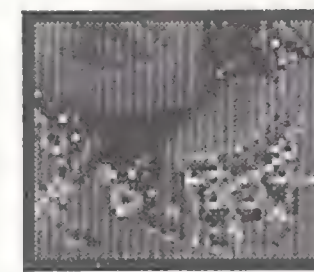
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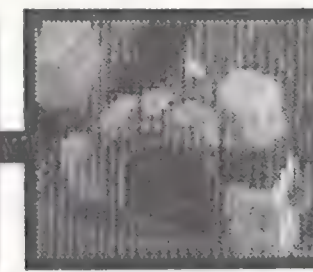
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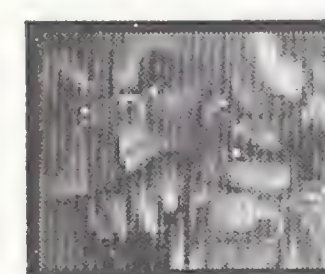
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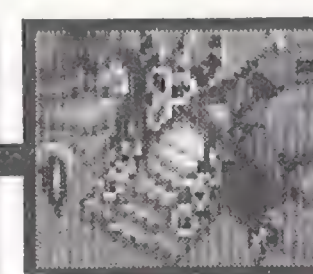
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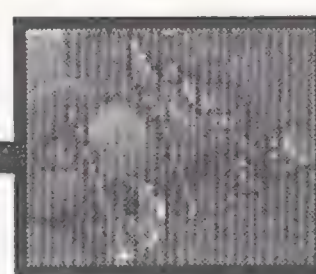
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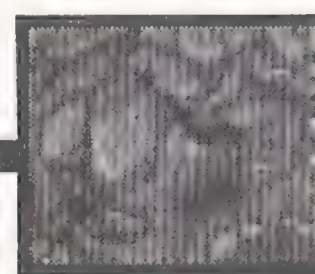
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BARRACKS



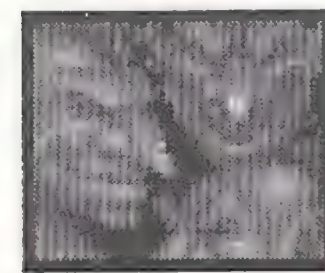
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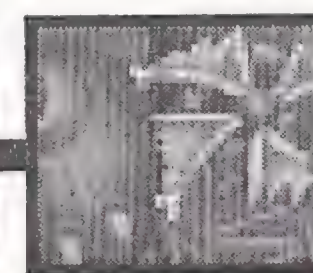
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UPGRADE AT ALTAR OF STORMS



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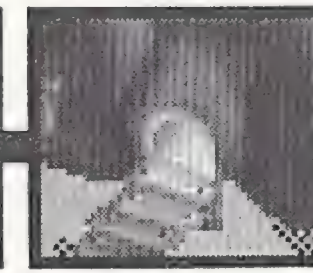
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TRANSPORT



SHIPYARD



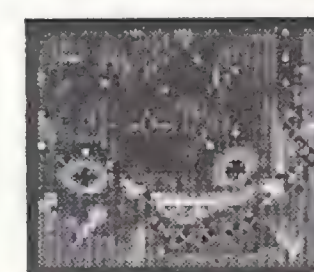
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DEATH KNIGHT



TEMPLE OF THE DAMNED



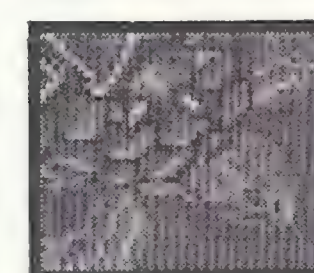
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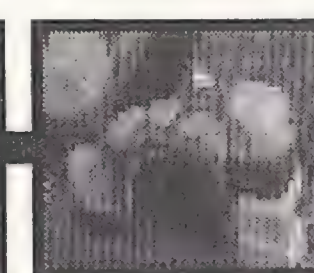
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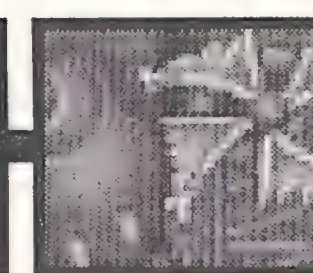
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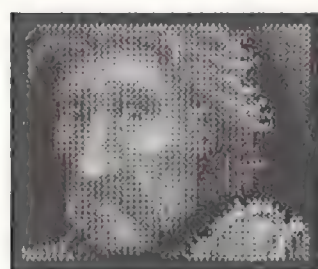


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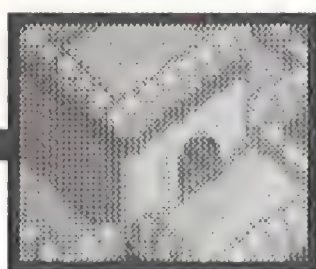


GOBLIN ALCHEMIST

THE HUMAN ALLIANCE



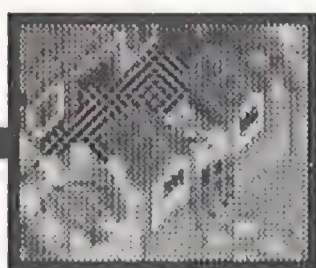
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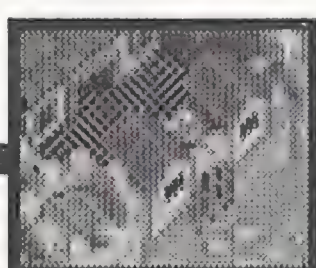
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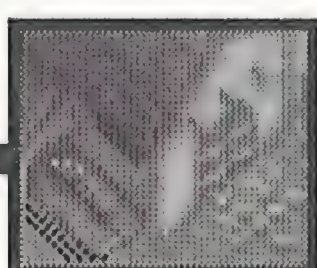
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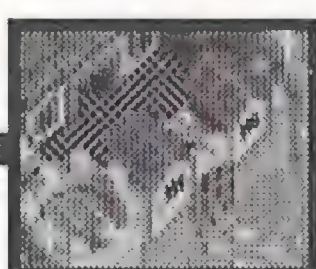
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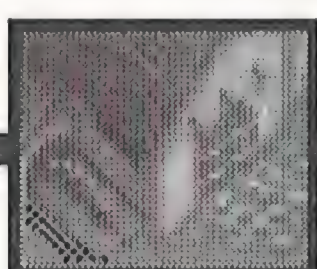
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ELVEN RANGER



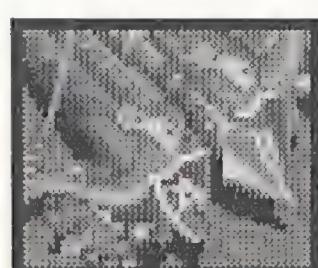
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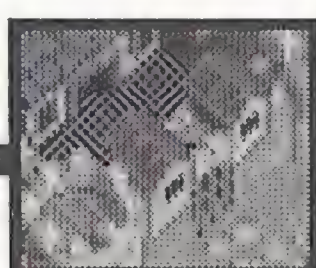
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UPGRADE AT KEEP



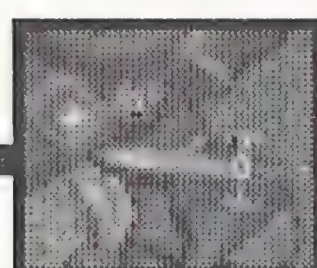
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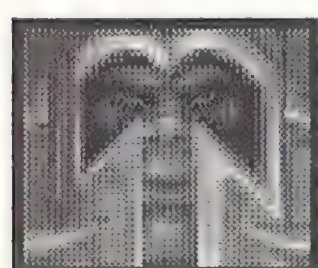
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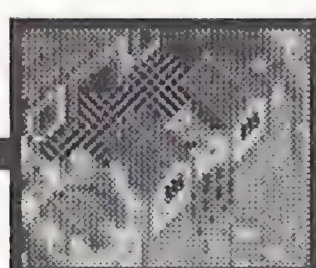
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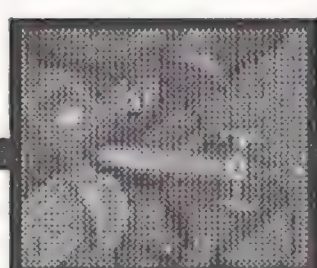
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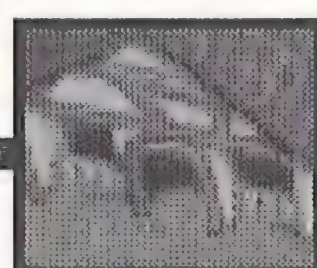
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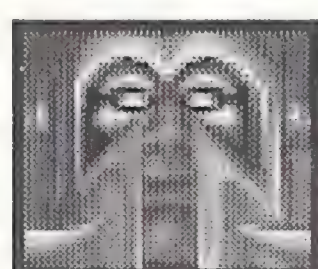
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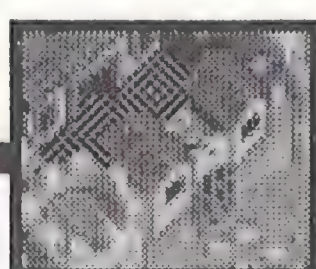
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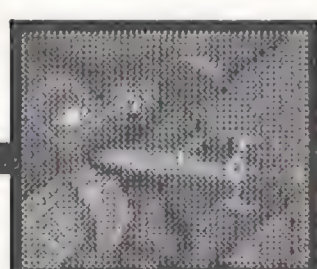
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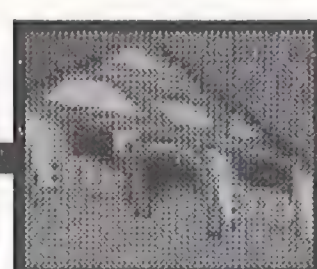
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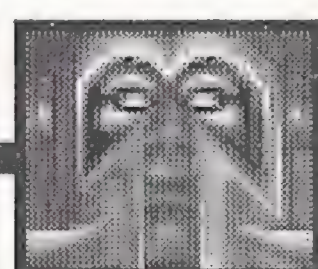
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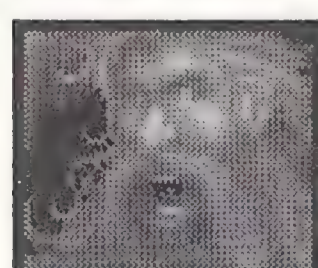
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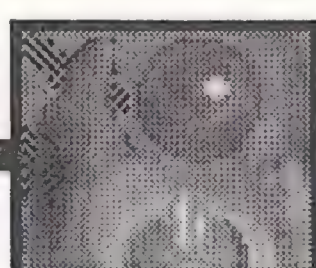
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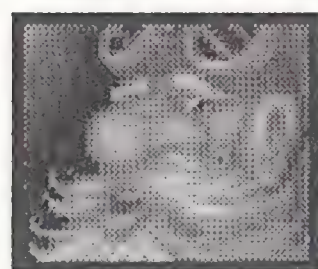

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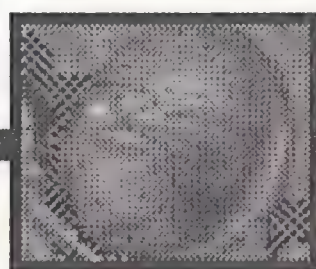
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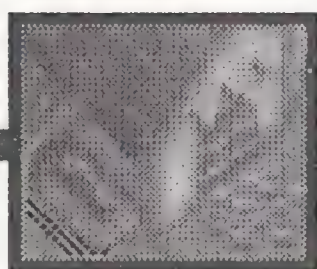
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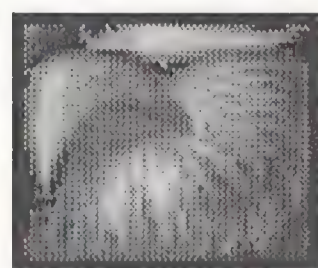
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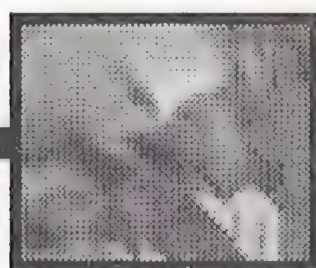
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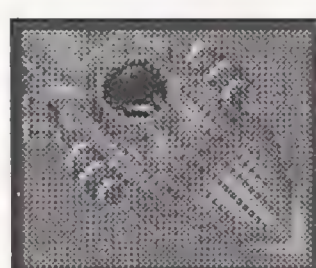
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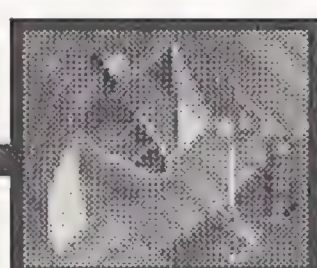
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GRYPHON AVIARY



OIL TANKER



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DESTROYER



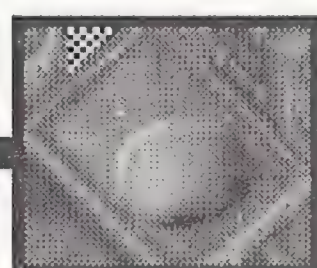
SHIPYARD



TRANSPORT



SHIPYARD



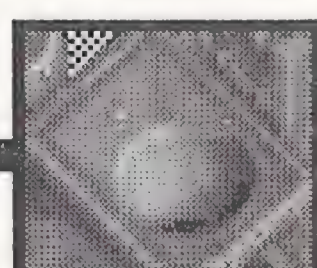
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BATTLESHIP



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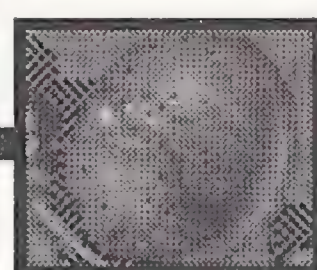
FOUNDRY



SUBMARINE



SHIPYARD



GNOMISH INVENTOR





SPECIAL COMMANDS

PATROL

This command sets units in constant motion between two points. If an enemy comes by, your units attack them.

To use the Patrol command:

1. Select the unit/s you want to patrol.
2. Move the unit to one end of the area you want to patrol.
3. Press **A** to bring up the pop-up menu and select the Patrol command. A target cursor appears.
4. Place the target cursor on the other end of the area you want to patrol and press **C**. The unit continues to patrol until it detects an enemy or receives another command.

FOLLOW

This command forces unit/s to follow another unit and is useful for moving groups.

To use the Follow command:

1. Select the unit that you want to be the follower.
2. Select the Move/Follow command from the unit pop-up menu. A target cursor appears.
3. Place the target cursor over the unit that you want to be the leader and press **C**. The unit/s follow the leader wherever he goes until it receives another command.

SELECT BUILDING SITE

When a Peon/Peasant is used to select the build command and then choose a building, a flashing overlay appears over potential sites for the building. If the overlay is green, the site is acceptable. If any portion of the overlay is red, the site needs to be moved.

To select a building site:

1. To select a building site/move the overlay, D-Pad $\leftrightarrow \updownarrow$.
- ✱ To cancel, press **B**.
2. To begin construction, move the overlay to the site you want and press **C**.
- ✱ To cancel the construction in progress, select CANCEL from the building pop-up menu.



USING MAGIC SPELLS

When a unit with magic spells is selected, its magic spells appear on the pop-up menu. Each spell requires a different amount of mana. If you choose a spell that you do not have enough mana to cast, an error message appears. Characters automatically gain/replace their mana over time.

To cast a magic spell:

1. Select the unit you want to cast a spell.
2. Select the spell you want from the unit pop-up menu.
A target cursor appears.
3. Move the target cursor over the target you want and press **C** to cast the spell.



BUILD OIL PLATFORM

This command is used exclusively for Oil Tankers and, once selected, functions in the same manner as in *Select Building Site* above. However, the construction overlay must be placed directly on an oil spot. Oil spots are randomly located in the water and are represented with a black circle.

TRANSPORTS

These are utility ships to carry and deliver ground units over water.

To load units onto a transport:

1. Select the unit/s (up to six) you want to load.
2. Move the cursor to the Transport and press **C**.

To unload units from a transport:

1. Select the transport.
2. Select the unload icon from the pop-up menu. If the transport is adjacent to land, the unit/s unload, otherwise a target cursor appears.
3. Move the target cursor to the place on land where you want your units unloaded and press **C**.

AUTO-BUILD

This command allows you to designate sets of building/training assignments. Assignments may contain as many different types of units as are available. The assignments are carried out as soon as the necessary resources are available.

To set Auto-build assignments:

1. Select the building you want to give an Auto-build assignment.
2. Select AUTO-BUILD from the pop-up menu. An Auto-build pop-up menu appears.



- ✱ To select the type of unit you want to build/train, D-Pad ↑.
- ✱ To select the number of units you want to build/train, D-Pad ↔.
- ✱ To continuously train units, D-Pad ← until a "C" appears.
- ✱ To accept building assignments and exit the Auto-build pop-up menu, press C.
- ✱ To clear all building assignments, press A.
- ✱ To put all building assignments on hold, press Z.
- ✱ To exit the auto-build menu, press B.

AUTO-UPGRADE

This command is used to automatically upgrade buildings as soon as the resources and requirements are met (see *Building Dependencies* on p. 14).

To set a building on Auto-upgrade:

1. Select the building you want.
2. Select AUTO-UPGRADE from the pop-up menu.

SAVING AND LOADING

NOTE: Never insert or remove a backup RAM cartridge or turn the system off when loading or saving files.

LOAD GAME SCREEN

The Load Game screen can be accessed from the Main menu or the Pause menu and can be used to return to a previously saved campaign or custom scenario game.

- ✱ To access the Load Game screen, select LOAD GAME and press C. The Load Game screen appears. To return to the Main or Pause menu, press B.
- ✱ To scroll through saved games, use the scroll bar to the right of the saved games list.
- ✱ To select a saved game, D-Pad ↑↔ to the game you want and press C. The game is displayed below the saved games list.
- ✱ To load the selected saved game, select LOAD. The game begins.
- ✱ To delete the selected saved game, select DELETE then select YES at the confirmation prompt. The game is deleted.
- ✱ To toggle between internal and cartridge memory, highlight DEVICE and press C. The top banner displays your memory choice.
- ✱ To delete all saved games, select CLEAR then select YES at the confirmation prompt.



SAVE GAME SCREEN

The Save Game screen can be accessed from the Pause menu, and is used to save campaigns in progress as well as custom scenario games. The Save Game Screen functions identically to the Load Game screen (See *Load Game Screen* on p. 20) except for the save function detailed below.

- ✱ To access the Save Game screen, select SAVE GAME and press C. The Save Game screen appears.
- ✱ To return to the Pause menu, press B.

To save your game:

1. Select SAVE from the Save Game menu. The Saving pop-up menu appears.
2. Create a name for your saved game.
 - ✱ To highlight a letter, D-Pad $\updownarrow\leftarrow\rightarrow$.
 - ✱ To add a letter, highlight the letter you want and press C.
 - ✱ To delete a letter, highlight the left arrow icon and press C.
 - ✱ When finished, select the check mark icon and press C. A Saving Game message appears followed by a Save Successful! confirmation message if the game has been saved properly.
3. Press Z to return to the Save Game menu.

WARNING: You may be required to delete previously saved games in order to save a Warcraft 2 level, and it may not be possible to save some levels to the internal memory of your Saturn system. Since a maximum number of 850 blocks of memory may be required to save a level it is recommended that you purchase a backup RAM cartridge.





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Development**

CyberLore Studios

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